



ASPIRE  
Undergraduate  
Engineering Design  
Challenge 2025  
Reports  
(Total 8 participants)

# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

### Completion Report

Report Date                      2025              06              30

Your Name	Albert TRUONG		
Affiliation at Science Tokyo	School of Environment and Society 環境・社会理工学院 Department of Transdisciplinary Science and Engineering 融合理工学系		
Student ID#	23B60100	Current academic program year	Bachelors 3 <sup>rd</sup> year
Presentation theme	Photomikuji (Combination of Omikuji, Photo Taking, and Omamori)		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <b>Include</b> / Exclude		

#### Report contents

##### ① The reason you joined the program

I was interested in this program as I would be given more experience with design thinking, project management, teamwork. Furthermore, the program provides the rare opportunity for us to work with and meet people from many different countries and cultures, broadening our viewpoints, and also providing the opportunity to make meaningful connections.

##### ② Pre-program preparations

I have worked in similar team-based student workshops before due to my time with the system design project and project management courses giving me a strong basis for the expectations of students, and general flow of the course.

In a cultural sense, I looked at the student handbook ahead of time in order to ensure that I had a general understanding of each students background.

I was also required to obtain a letter of recommendation from a professor in order to apply for the program.

##### ③ Program contents, activities

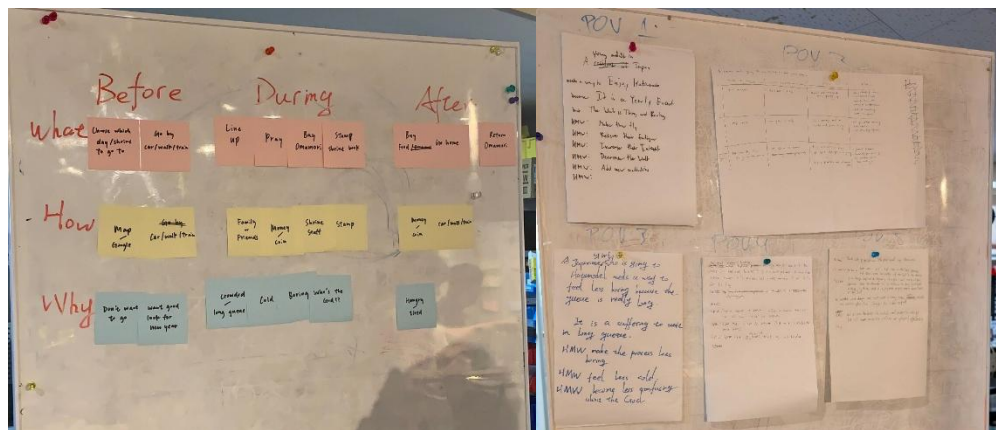
###### Day 1

Day 1 began with a tour around the school, meeting our teams for the first time, and some quick ice breaking sessions.



Ice-Breaking Session

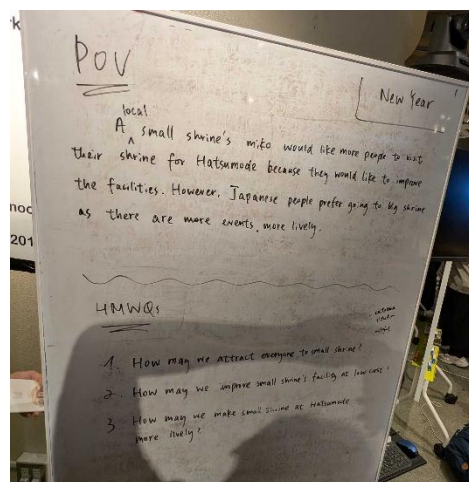
Inaba sensei then introduced the main topic of the week. We then chose our Japanese holiday which our project would be based around, and began conducting interviews about people's opinions about the holiday and the issues that surround it. Finally, we began making a journey map and the first iteration of our POVs.



Journey Map and POV

## Day 2

On day 2, we further refined our POVs and created 4-koma comic strips to further communicate our ideas.



Revised POV

In the second half of the day, we had a Japanese cultural session where we had a lecture on Noh and a Taiko workshop.



Taiko Workshop Commemorative Photo

### Day 3

At the midpoint of the program, the day was now spent on making tangible prototypes. Combined with the prototypes, we created skits and a pitch in order to present our ideas to the professors for the first time. The presentations gave us the opportunity to receive feedback on our ideas to consider improvements that could be made.



First Prototype of Photomikuji

### Day 4

At this stage, the program became primarily student led, allowing us to conduct a second or even third round of interviews, introducing our prototype to interviewees. This allowed us to understand the flaws in our product, leading to a second round of prototyping and development. At the end of the day we developed a revised skit and pitch to present and receive more feedback from the professors.



Final Prototype of Photomikuji



## Day 5

On the final day, we had to finalize our ideas and prototype. In preparation for the final presentation, we also made slides to show our thought and design process throughout the five days. After giving our final presentation to many invited guest professors, we had a closing ceremony and reception party.



Final Presentation Session

### ④ Program participants

Every participant in the program was delightful to spend time with. Among the 4 invited universities there were approximately 20 students from an extremely wide range of countries. My own group had at least one member from each university and it was quite easy to communicate and collaborate. I was also able to become good friends with multiple students from each university through eating lunch and travelling with them.

My team was team 4 - 四らんけど (Shirankedo), consisting of the following members:

Musen – NTU

Raphael – Science Tokyo

Luyang – Tsinghua

Balsam – KAIST

Vanessa – HKUST

Albert (me) – Science Tokyo

Shown in the figure below (left to right):



Team 4 – 四らんけど

**⑤ Any difficulties you faced during the program**

Most of my teammates did not have a grasp of the Japanese language or culture. This created some challenges when deciding on what project we should do, as each idea proposed had to come with an explanation of cultural background behind it. Some interviewees also could only speak Japanese requiring an interpreted interview through students who could speak Japanese and TA's. This also resulted in difficulties when making the POVs as we had to come up with unique and innovative perspectives relating to Japanese culture, when most members did not have the cultural background to understand what the standard was in the first place.

Another challenge, was the small amount of interviewees due to time and resources. This made it harder to find strong ideas and also harder to find any flaws or improvements that should have been made to our idea.

Outside of the program, as classes were still ongoing, I had to carefully manage the time I spent working on the project, spending time with the other students outside of class, and catching up with missed classwork, providing further stresses during the week.

**⑥ Outcomes of your participation in the program**

The program gave me a lot more experience in design, especially considering user feedback. The multiple rounds of user feedback helped greatly in improving our ideas and showed me the value of keeping an open mind during the interview process, as many of our additions in our project were first mentioned by our interviewees.

Outside of the program, I was able to develop friendships and gain more cultural understanding of each participating country extremely quickly, through spending time with everyone every day after class. The friends I created and time that I had with this program are unforgettable.



Hangouts in Minatomirai and Yoyogi Park

**⑦ Any comments regarding “Japanese Culture Program**

I thought that the Japanese Culture Program was one of the highlights of the program. The second half of the program, the Taiko workshop, in particular impressed me quite a lot. The performance was extremely engaging and interesting and the hands-on session where we were able to play the Taiko was some of the most fun I had during the program.



Participating in the Taiko Workshop

⑧ **Any advice for students who wish to participate in a similar type of program**

I would highly recommend this program to any student. It allows students to gain experience working in teams and with design thinking, especially if they do not have those opportunities often, and it allows you to interact with so many different people from various different countries.

Students should fully engage themselves with the program and spend as much time as possible with the students from other universities, in and out of class, in order to deepen your bonds and teamworking skills within the short amount of time.

This program is some of the most fun I have had since I have entered university and I would encourage any student to join.





# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

## Completion Report

Report Date 2025 07 04

Your Name	Dzakwan Farrell NARARYA		
Affiliation at Science Tokyo	Bachelors Student Year 3 School of Environmental Sciences, Department of Transdisciplinary Sciences and Engineering (GSEP)		
Student ID#	23B60062	Current academic program year	3
Presentation theme			
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on the Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <input checked="" type="checkbox"/> Include / <input type="checkbox"/> Exclude		

### Report contents

#### 1 The reason you joined the program

The idea came from my batch mates who joined ASPIRE the year prior. I heard nothing but good things about the experience they had, about how they made so many new friends, experienced not only Japanese culture but also culture spanning the globe, and also working together in a group with so many people of varying backgrounds. It has always been a dream of mine to experience as much culture as possible from all over the world, and now knowing that I could do that while also practice my designing skills by coming up with fun ideas and incorporating it into the Japanese culture that I have come to love, it felt as if it is such a once-in-a-lifetime opportunity to enroll in this program.

#### 2 Pre-program preparations

I personally barely prepared anything other than the required documents for enrollment, but as I was enrolled in an SDP class before, I would say the practice of designing and cooperating with others to come up with product solutions to an issue is not that foreign to me. Another thing I thought I should prepare at the time was to brush up my Japanese skills and get a little bit of practice. As a student of Science Tokyo, I felt like it was my responsibility to welcome the students from abroad and help them navigate not only the campus but also around Tokyo. *Sort of like a tour guide.*



### 3 Program contents, activities

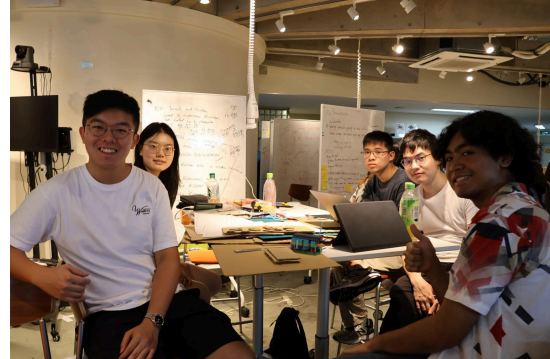
During the first day, the ASPIRE attendees are given a tour around the Ookayama Campus of Science Tokyo. We visited the cafeterias and after that we headed to Ishikawadai to start our first ASPIRE activity. We were put into our respective groups, and then introduced to what we will be doing for the next few days. On the first day, we were tasked to pick a Japanese holiday, analyse its cultural significance, the difficulties one may face when celebrating or throwing festivities for these specific holidays, and think of angles one might take to solve or alleviate this issue. Overall, this day helped most of us acclimate ourselves to the demands and workload of the program, while also easing us into Japanese culture.





During the second day, ASPIRE attendees were given a lecture on the traditional Japanese stage play and theatre art of Noh. The lecturer, Professor Anno Mariko, presented an amazing lecture on what Noh is, the history behind it, what makes Noh different from other forms of stage plays, and even played several short musical pieces from some of the plays. Afterwards, the students were given an introduction to traditional Japanese drums, or Taiko. We were even given the chance to try out these Taiko ourselves, taking turns on the various different types of Taiko. At the end, we all had a blast dancing and drumming along to some traditional Japanese music.

On the third and fourth days, My group mates and I continued our project, racking our brains over the ideal solution to our problems. Honestly, things got quite tense with the back and forth of proposals and rejections, but luckily we pulled through. Every presentation of our product, a skit is acted out at the very beginning, and surprisingly many participants enjoyed our group's skit, many commenting that it was "entertaining" and "funny". It was a big relief and also a very welcome reaction, considering all three skits our group had done were completely improvised and had no prior rehearsal.



On the final day, it was very surprising that all the groups were supposed to present their products in front of people that we had never met before, which meant so much new input from new perspectives. Our group was relatively quite nervous compared to other groups, as we felt that our project was the one that had the most drastic changes, such as completely switching the holiday we had chosen, from children's day to *Hanami*. Luckily, we managed to once again persevere and gave it our all, even getting very positive inputs and reactions. After all the presentations were done, we had, in my opinion, the fanciest *bento* box. The day ended with a photo session and a few words from all the wonderful personalities that made this ASPIRE course such an amazing experience.



#### 4 Program participants

The participants, I would say, were the most pleasant group of people I have ever had the pleasure of interacting with. Everyone was so unique and had such vibrant personalities, that after the program had ended I could not help but feel like there were just some things missing. These people are some of the most intelligent and motivated people I have worked with, and they were so eager to experience Tokyo with the rest of us, that it felt like it was my first time setting foot in the city. Honestly, they made even the most stressful days of ASPIRE so much better. Given the chance to meet them again either through ASPIRE or not, I would do everything in my power to do so.



#### 5 Any difficulties you faced during the program

There were not a lot of complaints or difficulties I had in regards to the program, as I felt that it was handled quite well. All of the difficulties I experienced were mostly due to the designing process itself with our projects and the intricate details my group had to go over several times to even have a baseline of what we wanted to create. One thing I found hard to adapt to is the timing and schedules, as I was too used to the timetables of Science Tokyo, such as when lunch time is and when class starts. Other than that, it has been a most insightful and joyous experience.

#### 6 Outcomes of your participation in the program

I never had the biggest interest in designing, only doing it when it necessitates me, however after going through the whole ASPIRE experience, I had to say that I now have a newfound respect for designers of any kind. In the 5 days that I spent with my fellow ASPIRE colleagues, I learned how to pinpoint issues in everyday life and happenings, analysing what causes those issues and what may alleviate them, and finally coming up with ideas that are humanly possible to create and integrate them into society. I hope that with this experience, I will be able to build upon my repertoire of skills, especially in the cooperative design aspect, and improve the way I go about solving problems in the future.

## **7 Any comments regarding “Japanese Culture Program”**

Even as someone who had studied in Japan for a while now, there was still so much more to learn, and after the Japanese Culture program, this fact is made even more apparent. I learned that culture and history played such an important role in shaping how people live their lives, which this information I feel would definitely help me in helping improve broaden my scope, both as an aspiring engineer and a member of society.

## **8 Any advice for students who wish to participate in a similar type of program**

Definitely do enroll in ASPIRE and other programs similar to it, as it will be such an unforgettable and fruitful experience. Not only do you learn so much and meet with so many new people, but it would also without a doubt broaden your horizons and even possibly change you as a person for the better.



# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

### Completion Report

Report Date 2025 07 09

Your Name	Villaluz Raphael Cruz		
Affiliation at Science Tokyo	International Student		
Student ID#	22B60099	Current academic program year	B4
Presentation theme			
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <b>Include</b> / Exclude		

#### Report contents

##### ① The reason you joined the program

I joined this program for two reasons: I wanted to meet more people from different backgrounds and learn how to work with them in a group and deepen my understanding of the engineering design process.

##### ② Pre-program preparations

Before the start of the program, I got a better idea on the program schedule for the week and the backgrounds of other participants by learning about the basics of their universities and countries or states of origin.

##### ③ Program contents, activities

The main goal of the ASPIRE UEDC is to implement Design Thinking in order to produce ideas for a product that aims to bring a new experience for Japanese people which will help alleviate troubles they experience when enjoying Japanese holidays. In order that do this,

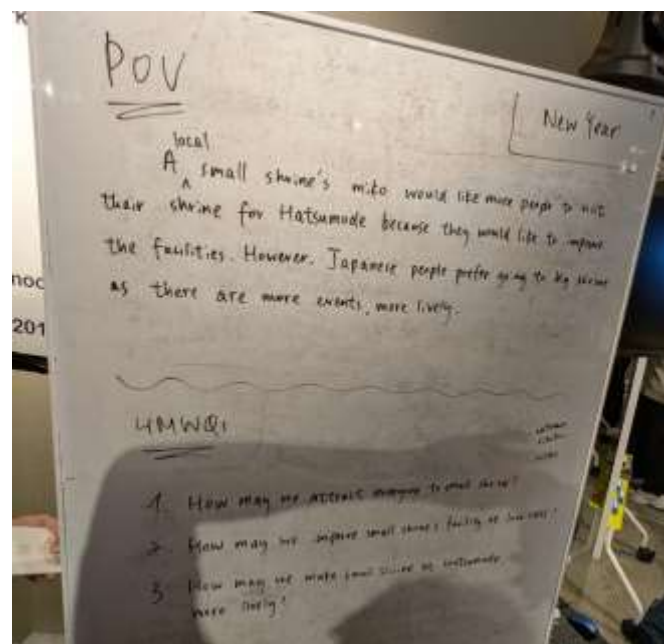
certain steps had to be fulfilled, such as repeated interviews with Japanese people on their experiences and opinions on these holidays, making a storyboard on how our proposed products may attain the goal of ASPIRE UEDC, and making a prototype of the final product through workshop materials such as paper, cardboards, etc.

#### ④ Program participants

Participants include students from Science Tokyo, KAIST, Tsinghua, HKUST, and Nanyang. They are guided by Teaching Assistants (TAs) from Science Tokyo in order to reach the program's goal.

#### ⑤ Any difficulties you faced during the program

One notable difficulty my group and I experienced was being specific enough with who we are trying to help with our product. At first, we wanted to focus on Japanese people as a whole, but given that there are countless interests that need to be satisfied in this case, there was a need to change this. Many other ideas for our target were considered before settling with the idea shown in the picture below:



#### ⑥ Outcomes of your participation in the program

The program has without a doubt, satisfied why I have joined this program as explained in a previous paragraph. I have learned more about how research laboratories work in the other universities, and how classes and other university matters function there. Also, the approach of other students in my group towards group work has made me learn more ways to adapt my approach to be a better team player.

**⑦ Any comments regarding “Japanese Culture Program**

It was certainly fun to learn about the deep culture of Japanese stage performances through the nuanced example of Noh. Trying our hands on proper Taiko drums and seeing them used by a competitive team were also iconic as someone who has only tried the game center rhythm game version of it.

**⑧ Any advice for students who wish to participate in a similar type of program**

To anyone considering joining workshops like the ASPIRE UEDC, I would simply advise them to relax and enjoy every moment of this program. Make the most out of the amazing people you will meet, whether that would be the other students or the staff in-charge of the event, and do not be afraid to bring out even the silliest ideas when brainstorming for ideas in multiple respects for any process similar to Design Thinking.

# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

## Completion Report

Report Date 2025-07-04

Your Name	Tanaphum Santigan		
Affiliation at Science Tokyo	Transdisciplinary Science and Engineering		
Student ID#	23B60085	Current academic program year	3 <sup>rd</sup> year
Presentation theme	Sakura Circle (Hanami)		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <b>Include</b>		

### Report contents

#### ① The reason you joined the program

I believed that this program will provide me with an excellent opportunity to learn more about engineering design processes. As I aspire to study and pursue a career in engineering-related fields, I am confident that this experience will help me further develop my problem solving skills.

Furthermore, as I am very passionate regarding various cultures and languages from around the world, I believed this program will also provide me with an opportunity to have cultural exchanges with students from other ASPIRE League member universities.

#### ② Pre-program preparations

I submitted all the required application materials and familiarized myself with the workshop schedule and objectives.

#### ③ Program contents, activities

We selected Hanami (花見), the traditional cherry blossom viewing festival, as our area of focus due to its cultural importance and the universal experiences associated with it.

We conducted interviews with Japanese people who have attended Hanami. From the interviews, we identified the issues of crowedness of the event and the safety of children. From there, we chose to solve the problem of children getting lost in the crowd.

We brainstormed solutions for “how might we ensure that the children are well looked after during the viewing?” This led us to the concept of a smart wearable. We sketched out initial ideas, including a simple comic showing a scenario of a parent losing and then quickly finding their child with our device.





In the prototyping phase, We started with a basic prototype made from cardboard, shaped like a sakura flower, naming it "Sakura Circle". We gathered some feedback and evolved our design into a stylish bracelet using 3D modeling software to create an aesthetically pleasing form, featuring an elegant twisted shape with small sakura blossom details. This design was then brought to life using the workshop's 3D printer, resulting in a high quality physical prototype that we could demonstrate.



Alongside the physical product, we designed the user interface for the companion smartphone app. Our final solution included these key features: Real-Time GPS Tracking allowing a parent to see their child's precise location on a map, Proximity Alerts that would vibrate the bracelet if the child wandered beyond a pre-set safety radius, and Auto-SOS Feature designed to automatically contact local authorities in an emergency where the child moves more than 1km away.



Other than the project we also got to learn about the Japanese traditions. First, we learn about the Japanese theater called Noh, we then got to enjoy the Taiko performance and try our hands on the drum ourselves.

#### ④ Program participants

Our group consisted of 5 students from 4 university, SciTokyo, HKUST, Tsinghua, and NYU. Each of us came from different backgrounds, as well as speaking different native tongues. For this reason, we name our group “55555” where the “5s” are pronounced like in each of our native languages, in random order.



#### ⑤ Any difficulties you faced during the program

One of the difficulty we encountered is our lack of deep understanding of Japanese cultures. Initially we have different theme we want to focus on, however, due to this lack of good understanding, we were forced to abandon that theme and look for new one, thus leaving us with less time for the other processes.

#### ⑥ Outcomes of your participation in the program

My participation in the ASPIRE Challenge was a very rewarding experience, which gave us a tangible prototype with a 3D-printed model and an app concept. The program had provided a deep understanding of the design thinking method, by empathizing with user needs through interviews and iterating on physical prototypes. Working collaboratively with a diverse international team had significantly enriched my problem-solving and communication skills, as well as greater appreciation of our diverse global communities.

#### ⑦ Any comments regarding “Japanese Culture Program”

I got to learn about Noh, which exposed me to how different the art of theater performance can be compared to what I knew. I also got to play the actual Taiko drums,

which I, as a rhythm games player, find to be very enjoyable.



**⑧ Any advice for students who wish to participate in a similar type of program**

I would recommend next year students to not stress themselves too much and try to have fun. By having fun, a lot of interesting ideas that might have been discarded otherwise will come out. Communication is also important to convey those ideas to our teammates, in order to further cultivate the ideas into fruition.

# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

### Completion Report

Report Date 2025 07 04

Your Name	Kumkab Keeratisiwakul		
Affiliation at Science Tokyo	Department of Transdisciplinary Science and Engineering School of Environment and Society		
Student ID#	23B60056	Current academic program year	2025
Presentation theme	Tanaboo – DIY kit for Tanabata's waste		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <b>Include</b>		

**From Staff: Please include photos you took as many as possible. Thank you.**

#### Report contents

##### ① The reason you joined the program

I have heard of this program from my friends and my seniors who had joint this program in the previous years. This program gives a lot of experience about how to tackle real-world problem, practical use of engineering and system design as well as other soft skills such as comunication and teamwork. Moreover, there are a lot of opportunities to share my knowledge and point of view with students from different culture and background which is a good chance for everyone to widen boundary of knowledge. It is also the first time that I could use the understandings and theories that I have learnt as a TSE student to conduct a project outside of the class.

##### ② Pre-program preparations

Before this program starts, I have to manage the timetable for my classes and inform all of the professors about my absence beforehand. I also have asked some of the people who had taken this program before about the content and brief outline of the program.

##### ③ Program contents, activities

###### 1. Ice Break & Orientation

In the first activity of the whole program, every participants in the program got a chance to meet and greet each other for the first time. There was a game called "3 words" which everybody in the group had to come up with three keywords that are the representatives of their personality or



personal life. This game actually set mood and tone of the whole program to be more relaxed and friendly because those keywords do not have to be in academic perspective. I chose “Japanese/Korean”, “Busy”, and “”. The other people in my group also introduced themselves in the way that could explain themselves pretty well which makes me bond with them faster.

## 2. Group Work and Presentations

As I mentioned earlier, I got to use a lot of my knowledge from classes in system design. The activities were well designed to support logical, critical, and systematic thinking. More than academic perspective, I met a lot of new friends and made a lot of friendship with people from other schools as well as teacher assistance. In the presentation, we were allowed to use our creativity to present our project freely and had informative discussion about our solution with the instructors and professors.



## ④ Program participants

The biggest and most valuable thing that I got from Aspire program is not academic knowledge but the friendship and goodwill from my classmates. We all share different background and culture, however we have had such unforgettable precious time together in this program. I have experienced and viewed Japan in different perspective with them. We always hung out together everyday after the program ended. Exploring Japan, traveling and roaming around, spending time together to find some fun, all of those are very meaningful and they all will be engraved in my memory as one of the best moments I have ever experienced. Lastly, I would like to thank members in my group who have been through thick and thin together with me.



## ⑤ Any difficulties you faced during the program

During the program, I and my group had some trouble to find and land a clear concept of our project. The process of picking topic seems to be the hardest time throughout this program because the theme of the program is Japanese events and festivals. We were trying to find the best topic that is impactful and has potential in the same time. Another difficulty is to keep up with the tasks that are assigned in each day, since we had hard time picking topic, there was a delay in our whole process.



**⑥ Outcomes of your participation in the program**

The experience in this program is much more than just academic knowledge, but it is an experience that you would gain if only when you actually tackle with real-world problem with realistic background and settings. There were many moments that unexpected problem rose up and those problems will be good lessons to fill in the knowledge gap that you could not find in the classroom. Moreover, this program also gave so much joy and chances to bond with other amazing people from other countries. I had so much fun and incredible moments throughout the whole course.

**⑦ Any comments regarding “Japanese Culture Program**

There were 2 sections in Japanese Culture Program that Aspire provided. The first section is about Noh, which is a major form of classical Japanese dance—drama. We were introduced into the world and history of Noh by Professor Anno Mariko. The presentation narrated about the instruments that are used in Noh performance and Noh masks which are the signature of Noh. As I listened to Professor Mariko playing flute, the show was very new and interesting because the scale of the note is a bit different than normal scale. The second part is about Wadaiko, Japanese drum performance. The show was very impressive and we also had chances to play the drum by ourselves. It was such a memorable experience and I enjoyed it so much.

**⑧ Any advice for students who wish to participate in a similar type of program**

These programs will provide you tips, knowledge, and experience that you cannot earn from the class room. They will teach you a skill set to work and cooperate with other people and the ability to adapt your theory into practical problems. Therefore, always make sure that you have done your best in any moment and do not forget to have fun with your new friends!



# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

### Completion Report

Report Date                      2025        07        01

Your Name	*****		
Affiliation at Science Tokyo	Industrial Engineering and Economics		
Student ID#	*****	Current academic program year	4
Presentation theme	Hinamatsuri(Doll's Festival)		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded?    Include <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">Exclude</span>		

#### Report contents

##### ① The reason you joined the program

The reason I joined this program is that I wanted to improve my English for my future long-term study abroad, and I also wanted to make friends from overseas.

##### ② Pre-program preparations

All materials for this program were shared through Slack, and they were provided in advance, so I was able to participate without any problems.

##### ③ Program contents, activities

Although the program was challenging because it was an English workshop in a field outside of my expertise, I was able to enjoy it by discussing things with my teammates.

##### ④ Program participants

There were students from more diverse countries than I had expected, and I also enjoyed talking about our cultural differences.

**⑤ Any difficulties you faced during the program**

There were many times when I couldn't express what I wanted to say in English, which made me feel the inadequacy of my English skills. However, the TAs helped me out in those situations.

**⑥ Outcomes of your participation in the program**

Learning about a new field and making friends from overseas.

**⑦ Any comments regarding “Japanese Culture Program**

he Japanese culture program was fascinating, even for me as a Japanese person. It made me want to learn more about my own culture so that I can introduce it to people from other countries.

**⑧ Any advice for students who wish to participate in a similar type of program**

I believe it is a very valuable opportunity for students from various universities and countries to gather and participate in the same program. I highly encourage you to participate actively to gain new insights and make friends.

**Photos**











# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

### Completion Report

Report Date                      2025        07        04

Your Name	*****		
Affiliation at Science Tokyo	Student – Transdisciplinary Science and Engineering		
Student ID#	*****	Current academic program year	2
Presentation theme	Halloween		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded?   Include / <span style="background-color: yellow;">Exclude</span>		

**From Staff: Please include photos you took as many as possible. Thank you.**

#### Report contents

##### ① The reason you joined the program

I joined this program because in my 2<sup>nd</sup> year at the Transdisciplinary Science and Engineering major(TSE), I attended the class called System Design Project(SDP). In SDP, we studied the same theme about system design, and it made me interested in this program after hearing in SDP that this program offers the same style of content, but we can work with people from multiple countries and multiple universities. Back then, I think that it would be a great chance to learned and exchange points of view with people from different backgrounds, and this is the main reason for me to decide to join the program.

##### ② Pre-program preparations

Since I just finished the SDP class and joined this program right away, I don't have much to prepare in terms of content. I just reviewed some of the steps of design thinking that have been taught in the SDP class. But I prepare more on background research about people who are coming to the program. I think that it is important to understand the culture and environment of the people I will discuss and work with in advance in order to make a constructive conversation at work. I mainly search for 3 things: 1) Their university, 2) Their city, 3) Manners. I think that these 3 things will help me understand about people I'm working with and have a good time exchanging cultures.

### ③ Program contents, activities

Even though, as I mentioned earlier that I just finished the SDP class, which offers similar content, I still think that I learned a new thing in the program. In this program, there is content that is not offered in SDP, like the design process(presenting-wise), so for people taking the program right after finishing the SDP course, they will still have something new to look forward to.

In terms of the appropriateness of the content, I think that all of the content is well organized and has an appropriate amount of content for this limited time. If I need to make some suggestions, I think that in this kind of program, communication and teamwork are very important aspects within the team in order for each individual to gain the most values from the program, so I think that it is important to focus more on bonding(ice-breaking) within the team. In this program, in my opinion, the ice-breaking session didn't actually break any ice within the team, so if we improve this section, I believe that it will be beneficial for all people attending the program. Maybe playing a short board game or some conversation-related games might improve the situation.

Regards of the time period of this program, I think the time tables are very well-designed. The content on each day is not too much. The starting time and ending time are not too early and too late, so all people will get an appropriate rest and have time to explore the city.

### ④ Program participants

As I mentioned earlier that the main purpose of this program for me is to exchange perspectives with people from different backgrounds and countries to obtain a new perspective for myself. I think that all the people attending the program are very active and make this program a very good experience for me. It is very good for the staff member to try to make the team diverse (university-wise), as this will highlight the good point in the program.

I think it's very important to keep the well-being of the participant(both physically and mentally) high, because if either of the factors for the participant is not at its best state, people in the program won't gain the most benefit that they might get.

### ⑤ Any difficulties you faced during the program

In my group, we don't really have any problems regarding the program. Every section goes very smoothly in the discussion session everyone tries their best to improve the prototype. In the interview session, our team got a very good insight from the interviewee and so on. So if I need to evaluate my group's difficulty level, I would rate it as 2/10.

There are some minor difficulties that we face, for example, on the first day, I think it is very hard for us to express our ideas, maybe because of our shyness or other factors. Also, there is one unfortunate event in our team, one of the members in our team needs to visit the hospital due to the pain in his legs, but the staff member handles it pretty well, and we can continue our work smoothly

**⑥ Outcomes of your participation in the program**

I set some goals before the program started: 1) In this program, I want to obtain a new perspective as much as possible. 2) I want to improve my sub-skills as much as possible (teamwork, communication, presentation, etc.). After joining the program, I think that I have succeeded in most of my personal goals. and also, I believe I have improved my 5 steps of 'Design Thinking' as the course intended.

To conclude, I think that this program gives me a lot of invaluable experiences and skills, and I don't have any regrets at all about joining this program

**⑦ Any comments regarding "Japanese Culture Program"**

I think that the Japanese Culture Program is very nice. In my opinion, the best part of both lectures about the Japanese Culture Program is that it is interactive. Even though I didn't grow up in Japan but I believe that even for Japanese people who attend the program won't be bored as well. Because it is also not easy for them to experience this kind of activity hands-on, they will probably only see it in the video or just read about it in the book. So I think the most important thing and the thing that needs to be kept and improved is the interactive part.

**⑧ Any advice for students who wish to participate in a similar type of program**

I think in order to learn and gain good experiences from this program, it is very important for students to prepare their sub-skills, like communication skills, or teamwork is a very important aspect in my opinion that people who wish to join this program need to practice. If you don't communicate or don't have good communication skills, you won't gain and won't enjoy the program that much.

# ASPIRE Undergraduate Engineering Design Challenge 2025

## Student Workshop

## Completion Report

Report Date

2025

07

04

Your Name	*****		
Affiliation at Science Tokyo	TSE, GSEP		
Student ID#	*****	Current academic program year	2
Presentation theme	Halloween		
Program period	2025/06/23 to 2025/06/27		
Posting to the web	This report may be posted on Science Tokyo website. Would you prefer to have your name included or excluded from the report if it is uploaded? <b>Exclude</b>		

### Report contents

#### 1 The reason you joined the program

Want to practice working skill and socialize

#### 2 Pre-program preparations

Contact with team member and clear my homework

#### 3 Program contents, activities

science project, design thinking and solving problem

#### 4 Program participants

They all are so friendly and have good thinking ideas with a priority of work.



**5 Any difficulties you faced during the program**

I still have class with a presentation and homework, and the duration of project is short to create big thing

**6 Outcomes of your participation in the program**

I got a lot of friend and their style of working

**7 Any comments regarding “Japanese Culture Program**

That’s a new thing and I love drum that’s really fun.

**8 Any advice for students who wish to participate in a similar type of program**

Should try once due to meeting and working with new friend will be an important part of working in the future, and that will be a fantastic moment with other participants.